

LCD DUAL SCREEN PIRATE GAME
JEU ELECTRONIQUE "PIRATES"
A DOUBLE ECRAN LCD
"PIRATENSPEL" MET DUBBEL LCD-SCHERM

TANDY®*

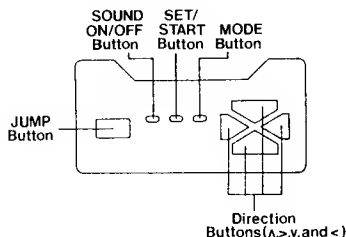
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A young lady is kidnapped on the mast of a pirate ship, a brave man goes to save her. He has to get a key to unlock the chain, and get a weapon to fight against a pirate on the way to save the lady. And he is also facing a lot of dangers such as bomb, hawk, broken bridge, shark, etc.

Your Dual Screen Pirate Game is also a full-featured alarm clock.

Be sure to read this entire manual to get the most fun from your game.



REPLACING THE BATTERY

Whenever the display becomes dim or the game operates erratically, replace the battery. For extra long life, we recommend you use Tandy's ENERCELL battery (Cat.No. 23-115).

1. Remove the screw of the battery compartment door. Then, turn the compartment door clockwise and remove it.
2. Remove the old battery and dispose of it promptly. Never allow children to play with batteries. Swallowing a battery could be fatal.
3. Install the new battery with the positive (+) side up. Handle the battery by its edges. Finger oil can prevent good contact.
4. Insert the battery compartment door back onto the unit and turn the door. Then, replace the screw to secure it firmly.

USING THE CLOCK

SETTING THE ALARM TIME

1. Press **MODE** until **ALM** appears to indicate you are viewing the alarm time.
2. Press **START/SET** once. **ALM** and the alarm time begins to flash, indicating that you are in the alarm set mode.

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3. Press any one or more than one direction buttons (Λ, >, V and <) repeatedly until the desired hour is displayed.
 4. Press JUMP repeatedly until the desired minutes are displayed.
 5. Press START/SET, ALM and the alarm time stops flashing. The display returns to normal time in about 15 seconds.
- Note:** If you fail to press any key for about 15 seconds, it will return to the normal time automatically.
6. Press MODE until ALM appears to view the pre-set alarm time.

SETTING THE TIME

1. Press MODE to view the normal time if you are in the alarm setting mode or the game mode.
2. Press START/SET. The time digits flash.
3. Press any direction button (Λ, >, V and <) until the current hour is displayed. PM appears for times after 12 noon.
4. Press JUMP repeatedly until the correct minutes are displayed.
5. Press START/SET once to return to normal time. The time digits stop flashing.

Note: If you fail to press any key for about 15 seconds, the time display stops flashing automatically.

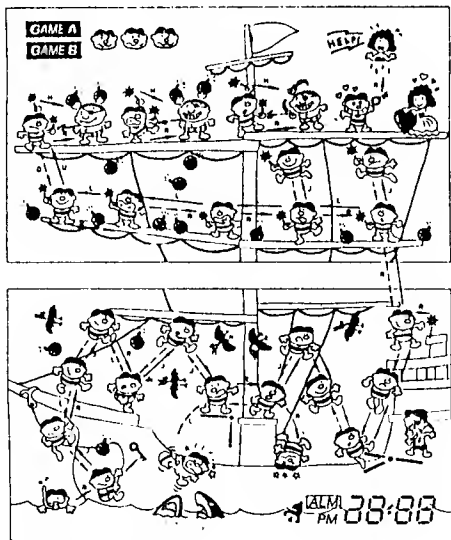
ACTIVATING AND DEACTIVATING THE ALARM

1. Press MODE until ALM and the alarm time appears.
2. Press START/SET and the display starts to flash.
3. While the display is flashing, press SOUND ON/OFF, a bell symbol appears to indicate that the alarm is activated.
4. When the alarm sounds, press any key to make it stop sounding.
5. To deactivate the alarm so that it does not sound at the set time, repeat Steps 1 to 3 until the bell symbol disappears from the display.

PLAYING THE GAME

1. Press (MODE) to enter the game mode. GAME A appears at the top of the display. If you want to play a more advanced version of the game, press (MODE) once more, GAME B appears.
2. At either level of play, press (START) once to start the action.
3. Use the direction buttons and (JUMP) button to the left and the right or up and down, and also jump, to avoid the dangers when making the way to save the lady.
4. Press SOUND ON/OFF to activate or deactivate the background sound effect of the game while playing.

Notes : See the illustration for the path the brave man is following. In the illustration there are hints for the player.



L denotes pressing < button,

R denotes pressing > button,

U denotes pressing ^ button,

D denotes pressing v button,

J denotes pressing (JUMP) button, and

H denotes pressing (JUMP) button to hit the pirate blocking the way on the mast.

The ^ and v buttons are only used when the brave man moves between the upper mast and the lower mast on the top screen.

> button must be pressed and held when the brave man picks up the weapon in order to move to the upper screen.

After saving the lady the brave man has to return to the original position in reverse direction as indicated by the dotted line.

Score

Getting a key	3 points
Getting a weapon	5 points
Avoiding a bomb	1 point
Opening a key	15 points
Rescuing a lady	20 points
Maximum score	2999 points

When the brave man fails to avoid any kind of dangers such as a bomb, a hawk, or falls down by himself, the game is over and the player must press (START) for another round of the game.

For each failure to save the lady, a head appears on the top screen display. If the player scores 1000, 2000, or 2999 + 1, one head will be canceled.

MAINTENANCE

Do not drop the game or handle it roughly.

Do not store the game in dusty or dirty areas.

Do not expose the game to moisture or to temperature extremes.

Do not attempt to separate the screens and poke at the ribbon connector with any sharp object. Doing so will cause damages to the game.

Do not disassemble your game. If a problem occurs, take the game to your nearest Tandy store.

Keep the battery out of the reach of children. Dispose of a dead battery promptly. Batteries can be harmful if swallowed.